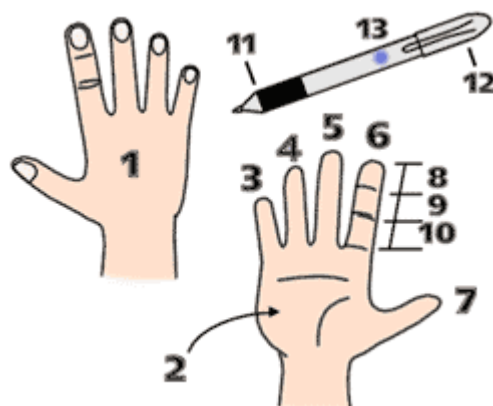




GLOSSARY

There are some terms used in the site that may not be familiar to everyone (or they might have a different meaning in this context). Here's a alphabetical list of them.



- 1 - Back of the Hand
 - 2 - Palm of the Hand
 - 3 - Little Finger/Pinky (4th finger)
 - 4 - Ring Finger (3rd finger)
 - 5 - Middle Finger (2nd finger)
 - 6 - Index Finger (1st finger)
 - 7 - Thumb
 - 8 - Top / Upper Phalanx
 - 9 - Middle Phalanx
 - 10 - Bottom / Lower Phalanx
 - 11 - Front/Tip of the Pen
 - 12 - Back/End of the Pen
 - 13 - Center of the Pen (COP)
- COP is the center of the mass of the pen

360 Degree	- one of the different <u>Families</u> of pen spinning tricks.
Air Spin	- one of the different <u>Families</u> of pen spinning tricks.
audience	- the people watching you spin your <u>pen</u> .
axis	- whenever a <u>pen</u> spins, the axis is the point in the pen which is not moving. Most <u>tricks</u> have only one axis, but some may have two or more.
back of the pen	- See <u>figure</u> .
catch	- usually the last step of each <u>trick</u> . It consists of using your fingers to capture the <u>pen</u> after the <u>spin</u> is done (so the pen doesn't fall).
Center of Pen	- The Center of the Pen is the center of gravity of a pen. To find out where the COP is, take your <u>pen</u> and place it perpendicularly on top of your <u>index finger</u> . Adjust the pen until it is well balanced. The point of contact between your pen and the index finger is the COP. See <u>figure</u> .
Charge	- one of the different <u>Families</u> of pen spinning tricks.
combo	- a combination of two or more <u>tricks</u> . Combos are created by performing one trick after another. There are two types of combos: <u>linking</u> and <u>continuous</u> .
common trait	- a specific characteristic that is shared among the members (tricks) of a family.
continuous combo	- a continuous combo is one that consists of tricks that flow smoothly. That means that the first trick is followed by the second in a smooth way, without change of direction. See also <u>linking combo</u> .
COP	- No, this is not the a person who goes after the bad guys. COP stands for Center of Pen. See <u>Center of Pen</u> .
difficulty level	- a grading system used to help <u>pen spinners</u> know how easy or difficult a <u>trick</u> is to learn. Difficulty levels were judged by the author of this site and may vary for different people. The author is not responsible for its accuracy. Please use it only as a guide.
effect	- the look or visual impression that a <u>trick</u> gives to the <u>audience</u> .
family	- in pen spinning, a family is a category or group that consists of several <u>members</u> . All members of the family have a <u>common trait</u> .
Finger Pass	- one of the different <u>Families</u> of pen spinning tricks.

[Home](#)
[Tricks](#)
[Videos](#)
[Msg Board](#)
[FAQs](#)
[Glossary](#)
[Links](#)

linking combo	- linking combos are the combos that consists of tricks that do not necessarily flow smoothly. That doesn't mean that there's a pause between two tricks. It only means that the first trick can be followed by the second with a change in direction. An example would be the 360 Degree Harmonic . See also continuous combo .
manipulation	- the use of your fingers and hand to cause the pen to move in a particular way.
member	- any trick that belongs to a specific family . A member of a family must have the common trait of that family.
move	- regarding the mechanics of a trick , rather than the effect of the trick.
name	- the common name of a trick. See also official name .
normal	- usually added to the name of a trick, this refers to the direction in which a trick is performed. The normal version of a trick does not necessarily means that the trick is performed in a clockwise or counterclockwise direction. The normal version is always named to the direction in which a trick is easier done.
official name	- a name convention created by the author of this site to facilitate the reference to different tricks. Also used to eliminate confusion between tricks and their variants .
pen	- in the context of this site, a pen is the instrument you spin. It could be a pen, a pencil, a magic wand, a chopstick, or any similar object.
pen spinner	- the person who performs tricks with pens .
pen spinning	- the art of manipulating a pen (or similar object) in such a manner to cause it to spin. This is what this site is all about.
reverse	- the variant of a trick which is performed in the originals opposite direction. The reverse version of a trick is usually a more difficult version to learn. Some tricks, however, may be equally difficult in both the normal and reverse versions. See also normal .
rotation	- a movement of your pen where the tip and the back of your pen returns to the same position after a 360 degrees turn. Two rotations means 720 degrees, half rotation means 180 degrees, and so on.
Sonic	- one of the different Families of pen spinning tricks.
spin	- See rotation .
technique Updated!	- another word for trick . Prior to June of 2002, this site used this name to call single tricks (not combos).
Thumb Spin	- one of the different Families of pen spinning tricks. This term can be confusing because of the name convention used in other sites. Thumb Spin is the name of one of the main families of tricks. However, Thumb Spin is also used to refer to the 360 Degree Normal/Reverse . This is due to the fact that the standard 360 Degree makes one spin around the Thumb. The 360 Degree Normal, even though sometimes known as "Thumb Spin" , is a member of the 360 Degree family.
trick Updated!	- the type of manipulation where a pen is used to achieve a visual effect . The word trick can be used to refer either to a single trick or a combo.
variant	- a variant of a trick is a trick that is slightly different from the original. This could mean that the trick is performed with different fingers or in a slight different manner. The effect , however, is usually the same.

If you feel there's any term missing from this list or would like to suggest an addition, feel free to contact me at pentix2000@yahoo.com.

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[back](#) | [up](#)

[\[Home\]](#) [\[Tricks\]](#) [\[Videos\]](#) [\[Message Board\]](#) [\[FAQs\]](#) [\[Glossary\]](#) [\[Links\]](#)

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